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BIG BROTHER #32: GAMEMASTERS GAME #1: 28 APRIL 1967:

SPRING 1912: FRENCH CHASE ITALIANS TOWARD TURKEY!

Fall 1912 Moves are due at 6PM, Thursday, the 11th of May.  
(Wells, please do not miss any more moves! See rules #6 & #15; )  
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ENGLAND--Fleet-Helsingburg stands.

FRANCE---Fleet-Norwegian Sea to Norway

Brannen Fleet-English Channel to North Sea

Fleet-Kiel to the Baltic Sea

Army-Holland to Kiel

Army-Hann S A Holland to Kiel

Army-Munich S A Holland to Kiel

Army-Burgundy S A Munich

Army-Paris to Picardy

Army-Venice to Tyrolia

Army-Tuscany to Venice

Army-Rome to Apulia

GERMANY--Fleet-Helgoland Right to North Sea

Koning Fleet-Norway S F Helgoland Right to North Sea

Fleet-London S F Helgoland Right to North Sea

Army-Denmark to Kiel

Army-Berlin S A Denmark to Kiel

Army-Silesia to Munich

Army-Bohemia to Vienna

Army-Budapest S A Bohemia to Vienna\*

(\*Army-Budapest retreat to Galicia)

ITALY---Army-Vienna to Budapest

McCallum Army-Friuli S A Vienna to Budapest

Army-Serbia S A Vienna to Budapest

Fleet-Greece to Bulgaria (South Coast)

Fleet-Aegean Sea S F Greece to Bulgaria (SC)

Fleet-Eastern Mediterranean S F Aegean Sea

TURKEY---(Sorry, No moves received!)

Wells Army-Bulgaria is killed off:

Army-Rumania & Fleet-Ankara stand.

Fleet-Smyrna, Constantinople, & Black Sea stand.

Koning: Winner's Game #4 sounds like a great thing. All of the players in it are quite good...There should be quite a battle!

Bruehman: You're right. Pownall will probably win 1967 XM & KK.

McCallum: As for Koning he is also due to win a game almost immediately, so he will be entitled to the winners' game in full, and not just for the tie.--Smythe: Here Germany's moves-B.B.#4!

RE: Game #5: Edi Birzen, Roland Tsudiker, and Greg Warden have paid up! Two or three others have stated they wanted to play but we will not start until we have seven paid up players: Fee is \$2.50 if you are now playing in Games #1 to #4. Fee is \$4.00 if you are not now playing in Big Brother.

BIG BROTHER is published by the Ombudsman of Postal Diplomacy-

Mr. Charles N. Reinsel, 120 8th. Ave., Clarion, Penna. 16214.

Special Notice: I can not handle any more subscriptions to Big Brother at this time. If you want to start receiving Big Brother or if your present subscription is running out then the only way you can be sure of receiving Big Brother is to sign up for, and send your entry fee for, Big Brother Game #5. It looks like B.B. created a monster and it must be controlled within these limits!

BIG BROTHER #1:

27 APRIL 1967:

MANY FLEETS BUILT IN MEDITERRANEAN SEA!

NOTICE: GameMaster wishes everyone to note that the French units in Wales & Marseilles, & HOT Fleets but, are Armies! Since France did not move in the fall these two errors did not in any way effect the game and are hereby corrected.

GERMANY-Retreats Army Warsaw to Galicia

Turner

FRANCE-Builds Army Paris

Dygesrt

ITALY-Builds Army Naples

Birsan

TURKEY-Builds Army Constantinople & Fleet Smyrna Tzudiker

RUSSIA-Koning had to work at a pancake supper!-No change.

Spring 1904 Moves are due at 6PM, Thursday, the 11th. of May.

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BIG BROTHER #2:

SPRING 1908:

27 APRIL 1967:

FRANCE CONQUERS SPAIN: AUSTRIA GAINS PRUSSIA:

Winter 1907:-Turkey Builds Army-Smyrna & Fleet-Constantinople:

AUSTRIA---Army-Moscow holds

Zelazny Army-Warsaw to Prussia

Army-Munich S Eng. A Picardy to Burgundy

Army-Bohemia S A Munich

Army-Silesia S A Munich

Army-Tyrolia S A Munich

Army-Marseilles S Tur. F Spain (SC)

Army-Piedmont S A Marseilles

Fleet-Tyrrhenian Sea to Gulf of Lyon

Army-Rudapest stands

ENGLAND---Fleet-M.A.O. S Fre. F Portugal to Spain (SC)

MacKenzie Fleet-Irish Sea S F Mid-Atlantic Ocean

Fleet-English Channel S F Mid-Atlantic Ocean

Fleet-Norway S F St. Petersburg (North Coast)

Fleet-St. Petersburg (North Coast) holds

Fleet-Denmark to Baltic Sea

Army-Picardy holds.

FRANCE---Fleet-Portugal to Spain (South Coast)

Birsan Fleet-Brest S Eng. F Mid-Atlantic Ocean

Army-Gascony S F Portugal to Spain (SC)

Army-Burgundy to Marseilles

Army-Han to Munich

Army-Als S A Nahr to Munich

Army-Berlin to Prussia

TURKEY---Fleet-Tunis to North Africa

Dygesrt Fleet-Western Med. S F Spain (South Coast)

Fleet-Spain (South Coast) stands (Fleet is Caput!)

Army-Livonia S Aust. A Warsaw to Prussia

Fleet-Aegean Sea to Ionian Sea

Fleet-Constantinople to Aegean Sea

Armies-Smyrna & Rome stand

Fleets-Black Sea & Bulgaria (South C.) stand

Fall 1909 Moves are due at 6PM, Thursday, the 11th. of May.

Press Release: Paris, France-Dec. 30, 1907: In a speech to the

people of France "the" Charles Brown, a famous foreign press agent, proclaimed, "The French have suffered greatly in the past two years of combat against the heathen Turks and savage 'East-erners'. France has seen the occurrence of disaster at Manich, etc. The French are by no means defeated for the next 2 years shall be as glorious in victory as the last 2 were infamous in defeat."

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## IN VIEWS

## GAMES

## Brain-Busting

The U.S. seems to be getting more playful as the indoor games are booming. During the past 15 years, annual retail sales of the leading U.S. game manufacturer, Parker Brothers, Inc., have risen about five times—\$5,000,000 to \$25 million—and the total number of games sold yearly has jumped from 3,000,000 to more than 10 million.

Why? More leisure, more education—and television. Says P. A. President Robert B. M. Burton, TV turned out to be a blessing. "It brought people back into the home game," made them buy things called "family rooms" and "game rooms." Parker's top-seller television game, *Monopoly*, has sold 10 million (about \$30 U.S. has sold last year), but then there's a demand in the family rooms now for more challenging games.

The Academy of Games, Inc., comprising largely eggheads (Burton is a 24-year-old partner in it), Mr. Harvoldson and an interloper from Yale—a 37-year-old full-timer who calls themselves Games Research. A *Monopoly* game was *Conventional*, but can be played by two to seven players, each of whom is trying to win the election for President of the U.S. Delegated delegates, ballots, candidates, political sentiment and demonstrations all play a part, with the snarl-up final round a policy of utter desperation.

Second—and most sophisticated—product of Games Research is *Diplomacy*. Around a 1914 map of Europe, three to seven players representing different countries try to deal and double-deal their way to control of the Continent, using fleets, armies and entangling alliances. At the start of each game, players have half an hour for private diplomacy; thereafter each

move is preceded by a 15-minute period of whispered negotiation.

Moves are made by writing "orders" to one's armies and fleets, which are exposed simultaneously, then carried out with counters. During negotiation periods, players pair off in twos and threes for whispered conversations, which, according to the directions, "usually consist of bargaining or joint military planning, but may include such things as exchanging information, threatening, threatening, spreading rumor, and so forth. The rules do not bind a player to anything he says."

"Some people can't adjust to the atmosphere of betrayal necessary," says businessman John Biebel, president of Games Research. "It's a tradition that women are masterful bair, but I've found that most women playing *Diplomacy* can't bring themselves to it, or else they are very bad at it. My wife got extremely upset the first time I double-crossed her, and now, although she understands it intellectually, she still can't accept a betrayal emotionally."

**Head Work.** Newest Games Research brain game was out last week with the double-take title: *What's That on My Head?* Each player wears a crown-like card holder on his head, into which an opponent inserts three lettered cards without letting the wearer see them (mirrors must be covered before the game begins). Winner of each round is the player who is first to figure out what his letters are from his own and others' responses to a set of questions that appear on another deck of cards. Sample: "Is there any letter that is more plentiful than any other?" If so, on how many heads does it appear? (If the answer is "e, on three heads," and the player can see all three, he knows that e is not on his head. If he can see only two, he knows e is on his head.) Some other questions: "What is the greatest number of cards you see of the same letter?" "How many letters have two and only two cards showing?"

Of course, there are always spoilsports who would rather devote their energies to something simpler—like figuring out their income tax.